ROCK RAIDERS vX - UPDATE NOTES

(Last version presented at E3 - 12-05-99)

What's new in this version…

Controls

Graphics

- Rock Monster has been redesigned to look more bulky and threatening; the angular nature of the 'old' version's face has been eliminated.
- Translucent radar screen, which can be slid on- and off-screen at the player's command.
- Pusher Gun ray (please note that this is not a finished graphic - it's intended that the circles will 'grow' from the player character's gun and form a cone-like beam).
- Player character drilling animation (please note that the 'fuzz' around the drill-head will be tidied up).

Sound

- No major additions.

Gameplay Features

- Player character can jump and fire Pusher Gun (although the ray doesn't damage monsters yet).
- Player character, vehicles and monsters now have individual energy bars, which decrease as they take damage.
- Radar, which shows monsters as red blips, vehicles as blue blips and collectibles as green blips.
- Tunnel Transport (large helicopter) is able to lift/drop vehicles and carry them across the landscape.
- Two-player mode up and running, but not yet finished - intended only to give an idea of how this feature will work.

Missions

- Level maps for six test missions have been implemented (please note that as all gameplay features have not yet been implemented these aren't 'playable' as such, and that these levels may not make it to the final game).